

# THE FIREBIRDS

After the revolution wars swept the continent, the political landscape underwent a radical change. This change was not to everyone's benefit - the Firebirds are a response to this injustice.

What began as a small collective of localized cells operating in spite of the local authorities, soon evolved into a windswept organization of extremist ideals. While radical in ideals, the Firebirds rarely made use of lethal force and assassination, but over time an inconsolable rift split the Firebird organisation in two. On one side, a moderate faction of Firebirds that believed in lasting change starting from the ground up, while the other side a fanatical group of extremists who believe that the corruption of the powers in place cannot be overcome with reason and must be purged in the fires of revolution.

With this rift emerged a new enigmatic leader of the extremist side, a person only known as The Firebrand who promised a new world to her followers and a mysterious power to achieve it. The moderate side was helpless to oppose her, as the Firebrand amassed the majority of their total numbers under her banner, including their branch of military operatives. So the peaceful faction of the Firebirds scattered, lest they would be branded as traitors and would be killed by their now fanatical brethren.

## FIREBIRD

Medium humanoid (any race)

**Armor Class** 13 (leather armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+1)	13 (+1)	10 (0)

**Proficiency** +2

**Skills** Acrobatics +4, Stealth +4

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** Common and one other Language

**Challenge** 1 (200 XP)

**Altered.** The firebird has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

**Cunning Action.** On each of their turns, the firebird can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack.** The firebird deals an extra 7 (2d6) damage when they hit a target with a weapon attack that has advantage on the roll, or when the target is within 5 ft. of an ally of the firebird that isn't incapacitated and the firebird doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The firebird makes one melee weapon attack, they can use a bonus action to make a second melee weapon attack.

**Sabre.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

**Gewehr IV.** *Ranged Weapon Attack:* +4 to hit, reach 80/240 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

## FIREBIRD AGENT

Firebird agents form the organizations' backbone. Not only is each agent trained in high forms of combat, but also are established operatives, capable of infiltration and sabotage. Though, something seems different about these particular Firebird members. Their skin appears to be brittle and cracked in places, and their flesh is unnaturally warm to the touch.

## CINDERBIRD

The power to change the world was the Firebrand's promise that rallied so many Firebirds to her cause. Like a ceremonial practice, the Firebrand injected her blood into the spines of the Firebirds, enhancing their bodies to supernatural capabilities, but at a price; in exchange for power the Firebirds are set aflame from within - kindle for the fire or revolution. Within a matter of months after the injection, they would be completely charred from within, becoming brittle and ashen shells.

## CINDERBIRD

Medium humanoid (any race)

**Armor Class** 15 (studded leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

**Proficiency** +2

**Skills** Acrobatics +5, Perception +4, Stealth +5

**Damage Immunities** fire

**Senses** passive Perception 14

**Languages** Common and one other Language

**Challenge** 3 (700 XP)

**Altered.** The cinderbird has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

**Fanning the Flames.** Whenever the cinderbird is subjected to fire damage, it takes no damage and instead has advantage on the next attack roll they make before the end of their next turn.

**Flaming Aura.** Any creature that ends its turn within 5 ft. of the cinderbird takes 1d6 fire damage. Additionally the cinderbird sheds bright light in a 10-foot radius and dim light in an additional 10 ft..

## ACTIONS

**Multiattack.** The cinderbird makes three attacks: two heat sabre attacks and one fire grip attack.

**Heat Sabre.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 3 (1d6) fire damage.

**Fire Grip.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage.

**Flame Bolt.** *Ranged Weapon Attack:* +5 to hit, reach 120/240 ft., one target. *Hit:* 11 (2d10) fire damage.

**Cinderblast (Recharge 5-6).** The cinderbird unleashes a wave of smoldering cinders in a 15. foot cone. Each creature in the area must make a DC 12 Dexterity saving throw . On a failed save a creature takes 17 (5d6) fire damage and half as much on a successful one.

## KINDLED VETERAN

The revolutionary war claimed many lives, and further left behind countless men and women crippled in body and mind. Unfortunately in the aftermath many of them were discarded to the wayside while the statemages were hailed as the saviors of the nation.

They graciously accepted the Firebrand's power to strike back at a world that did not repay their sacrifice for freedom in kind.

## KINDLED VETERAN

Medium humanoid (any race)

**Armor Class** 17 (splint)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (0)	9 (-1)	10 (0)

**Proficiency** +2

**Skills** Athletics +4, Perception +1

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** Common and one other Language

**Challenge** 2 (450 XP)

**Altered.** The kindled veteran has advantage on saving throws against effects that specifically target humanoids (such as the *Hold Person* spell).

**Death Throes.** When the kindled veteran's hit points reach 0, they explode. Creatures within 10 feet of the veteran must make a DC 12 Dexterity saving throw, taking 3 (1d6) piercing damage and 3 (1d6) fire damage on a failed save or half as much damage on a successful one.

**Fire Attack.** Whenever the veteran hits with a melee weapon attack, they deal an additional 1d6 fire damage (included in the attack).

### ACTIONS

**Multiattack.** The veteran makes two melee weapon attacks.

**Halberd.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage plus 3 (1d6) fire damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

## BYRGENWICK STATEMAGE

When the Firebirds attacked the citystate of Byrgenwick, the Statemages formed the first line of defense. Unbeknownst to them, though, a handful of Statemages would turn renegade in the crucial moment of defense, allowing the Firebirds and the renegades to seal the city's fate.

In the following you see a monster statblock for how I usually prefer to run my magic users for my home games. As you can see, the spell selection is simplified to rechargeable actions. Use this kind of arrangement for common spellcasting foes to easily keep track of spells during a combat scenario.

## BYRGENWICK STATEMAGE

Medium humanoid (any race)

**Armor Class** 15 (12 without Mage Armor)  
**Hit Points** 27 (6d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	11 (0)	16 (+3)	14 (+2)	10 (0)

**Proficiency** +2

**Saving Throws** Int +5, Wis +4

**Damage Resistances** fire

**Senses** passive Perception 12

**Languages** Common and one other Language

**Challenge** 2 (450 XP)

**Mage Armor.** The byrgenwick statemage's AC is 13 plus their dexterity modifier.

**Simple Spellcasting.** The byrgenwick statemage is a 5th level spellcaster. Their primary spellcasting ability is Intelligence (to hit +5, spell save DC 13). To cast their spells, the statemage needs their casting implement.

### ACTIONS

**Fire Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

**Lesser Spell.** The byrgenwick statemage casts one of the following spells (this spell is a 1st level spell):

- **Magic Missile.** The statemage fires 4 magical projectiles that each target a creature or object within 120 ft. of the mage. Each projectile automatically hits its target and deals 3 (1d4+1) force damage.
- **Necropsy.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage.
- **Lifetap.** A creature within 60 ft. of the statemage must make a DC 13 Constitution saving throw. On a failed save a creature takes 10 (3d6) necrotic damage and one undead creature within 60 ft. of the state mage gains temporary hit points equal to half the necrotic damage dealt. On a successful save the creature takes half as much damage and no temporary hit points are gained.

**Greater Spell (Recharge 5-6).** The byrgenwick statemage casts one of the following spells (this spell is a 3rd level spell):

- **Heart Stopper.** A creature within 60 ft. of the statemage must make a DC 13 Constitution saving throw. On a failed save the creature is stunned for 1 minute or until the statemage casts another greater spell and takes 7 (2d6) necrotic damage at the beginning of its turn. On a successful save a creature takes 7 (2d6) necrotic damage. A stunned creature repeats the saving throw at the end of its turn, ending the spell on a success.
- **Fireball.** Each creature in a 20-foot-radius sphere centered on that point within 150 ft. of the statemage must make a DC 13 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much on a successful one.

### REACTIONS

**Lesser Counter Spell (1/day).** The statemage attempts to counter a spell of 3rd level or lower cast within 30 ft. of themselves. The statemage makes a spellcasting ability check using their Intelligence against the spell save DC of creature casting the spell. On a success the spell fails and is negated. To use this reaction, the statemage must see the creature casting the spell.



## 'TWIN-TAIL' DAGGERS

Medium, humanoid (human)

**Armor Class** 16 (studded leather, 18 AC vs. ranged attacks)

**Hit Points** 78 (12d8+24)

**Speed** 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	14 (+2)	16 (+3)	11 (0)	12 (+1)

**Proficiency** +3

**Saving Throws** Dex +7

**Skills** Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +7

**Damage Resistances** fire

**Senses** passive Perception 13

**Languages** Common, Thieve's Cant, and two other Languages

**Challenge** 7 (2,900 XP)

**Cloak of Dagers.** When Dagers is not incapacitated, she is surrounded by flying, swirling daggers, which gives her a +2 bonus to AC against ranged attacks.

**Blade Whirlwind.** A creature that enters an area within 5 ft. of Dagers for the first time in a turn or starts its turn within 5 ft. of Dagers must succeed a DC 14 Dexterity saving throw or take 5 (2d4) piercing damage. This effect is suppressed while Dagers is incapacitated.

**Spellcasting.** 'Twin-Tail' Dagers is a spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *Mage Hand*

**Mage Hand Master.** Dagers has mastered the use of Mage Hand. Her Mage Hands are invisible, can carry up to 60 pounds, and the range of her Mage Hand is increased to 60 ft..

**Legendary Resistance (1/Day).** If 'Twin-Tail' Dagers fails a saving throw, she can choose to succeed instead.

## 'TWIN-TAIL' DAGGERS

Once the states were established, the first generation of state-mages to be educated after the war. Dagers, born Adora Manning, was but a young girl when a limited capability for magic was found in her and her family excitedly sent her to the Travensian Academy of Magic.

While her magic was limited, her real potential was discovered during her education: in some twist of fate, Dagers was capable of using the Mage Hand cantrip far beyond its usual limits. She was easily able to manipulate several objects in her vicinity, operating each mage hand with one of her fingers. While this would be the only cantrip or spell she would ever master, she would spend her time in the academy perfecting her skill, allowing her to maneuver dozens, if not hundreds of invisible hands at once.

When Dagers found herself reduced to nothing but a magemwright, a cog in the bureaucratic machine of the states, in spite of her efforts to overcome her limitations, she rebelled. She turned her back to the states and joined the Firebirds under a new alias. After years of being forced to be a repressed piece of something greater, she came into her own as an unhinged and fanatical member of the organization. Using her mage hands to wield a seemingly infinite amount of daggers, she earned herself a terrifying reputation and rose the rank in the Firebirds. Now she ranks among the highest members of the Firebirds with unquestioning loyalty to the Firebrand.

### ACTIONS

**Multiattack.** Dagers makes 2 dozen daggers attacks.

**Dagger (Melee).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

**Dagger (Thrown).** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

**Dozen Daggers.** *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 14 (4d4+4) slashing damage.

**Dagger Storm (Recharges 5-6).** Dagers unleashes a barrage of Dagers in a 20-by-20 foot area within 120 ft. of herself. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save a creature takes 30 (12d4) piercing damage and half as much on a successful area.

### REACTIONS

**Uncanny Dodge.** When Dagers is hit by an attack, she takes only half as much damage.

### LEGENDARY ACTIONS

'Twin-Tail' Dagers can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. 'Twin-Tail' Dagers regains spent legendary actions at the start of her turn.

**Dagger.** Dagers makes a dagger attack. Attacking at long range doesn't impose disadvantage on the attack.

**Disengage.** Dagers moves or flies up to 30 ft. without provoking opportunity attacks.

**Gathering Storm.** Dagers rolls to see if her Dagger Storm attack recharges.

**Hidden Dagger (2 Actions).** Dagger makes a Dagger (Thrown) attack against a creature, if she has attacked that creature since the beginning of her last turn she makes the attack roll with advantage. If the attack hits it deals an additional 14 (4d6) damage.



## 'TWIN-TAIL' DAGGERS (CINDER FORM)

Medium, monstrosity

**Armor Class** 16 (natural armor)

**Hit Points** 120 (16d8+48)

**Speed** 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	19 (+4)	16 (+3)	17 (+3)	11 (0)	12 (+1)

**Proficiency** +4

**Saving Throws** Dex +8, Wis +4, Cha +5

**Skills** Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +7

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** exhausted

**Senses** passive Perception 13

**Languages** Common, Thieve's Cant, and two other Languages

**Challenge** 11 (7,200 XP)

**The Fire of Revolution.** Daggers gives off bright light in a 60 ft. radius. A creature that enters an area within 5 ft. of Daggers for the first time in a turn or starts its turn within 5 ft. of Daggers takes 3 (1d6) fire damage.

**Enraged Bladestorm.** A creature that enters an area within 5 ft. of Daggers for the first time in a turn or starts its turn within 5 ft. of Daggers must succeed a DC 14 Dexterity saving throw or take 10 (4d4) piercing damage. This effect is suppressed while Daggers is incapacitated.

**Spellcasting.** 'Twin-Tail' Daggers is a spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *Mage Hand*

**Legendary Resistance (3/Day).** If 'Twin-Tail' Daggers fails a saving throw, she can choose to succeed instead.

### ACTIONS

**Multiattack.** Daggers makes 2 flame whip attacks, or uses igniting mark and makes 3 flaming dagger attacks.

**Flame Whip.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) fire damage.

**Flaming Dagger.** *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 3 (1d6) fire damage.

**Igniting Mark.** A creature within 60 ft. of Daggers must succeed a DC 15 Constitution saving throw or is afflicted with the Igniting Mark until the end of Daggers's next turn. A creature afflicted with the Igniting Mark loses its resistance to fire damage and the first time in a turn the marked creature is subjected to fire damage, the creature and any creature or object within 5 ft. of the marked creature take 7 (2d6) fire damage. Any inflammable object that is not carried and takes this fire damage ignites.

**Explosion (Recharges 5-6).** Each creature in a 20-foot-radius sphere centered on that point within 120 ft. of Daggers must make a DC 15 Dexterity saving throw. A target takes 35 (10d6) fire damage on a failed save, or half as much on a successful one.

### REACTIONS

**Enraged Explosion (1/day).** When Daggers is reduced to below half of her total hit points, she recharges the use of her Explosion and uses it, centered on herself.

### LEGENDARY ACTIONS

'Twin-Tail' Daggers can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. 'Twin-Tail' Daggers regains spent legendary actions at the start of her turn.

**Spark.** A creature within 30 ft. of Daggers must succeed a DC 15 Dexterity saving throw or take 3 (1d6) fire damage.

**Disengage.** Daggers moves or flies up to 30 ft. without provoking opportunity attacks.

**Flaming Daggers (2 Actions).** Daggers makes two flaming dagger attacks.

**Rekindling Mark (2 Actions).** Daggers uses igniting mark against a creature that succeeded its saving throw against the igniting mark since the beginning of her last turn.

### DAGGERS VARIANT: CINDER REBIRTH

When Daggers is reduced to 0 hit points or would be outright killed, she erupts in fire instead. Within seconds she is entirely consumed by the fire of her own body and she is reborn as 'Twin-Tail' Daggers (Cinder Form). Any spell or condition afflicting her ends. If she was part of an initiative at the moment of transformation she can reroll her initiative or keep her old initiative.

When calculating the difficulty of the encounter, Daggers with the Cinder Rebirth trait counts as a Challenge 7 and a Challenge 11 creature, but counts as 1 creature towards the total count of creatures in the encounter.

## 'SPELL THIEF' EVELYN

Evelyn used to be a well recognized Archmage in the service of the free states, particularly known for her exceptional prowess in magical duels with other mages. Her unique style that she developed for mage-on-mage combat rightly earned her the nickname 'Spell Thief' among her colleagues.

With such a particular set of skills, Evelyn was deployed across the states to hunt down renegade mages. After many successful operations, she settled down in the Arcane University of Byrgenwick. There she hoped to foster the mages of tomorrow. Unknown to the public though, her many hunts for renegade mages did not leave her untouched. She saw the worst that mages had to offer in her years and with that she developed an ironic opposition to the mages and the current magistocracy of the free states. She extended a hand to the renowned revolutionaries, the Firebirds, and quickly rose within their ranks and began to recruit new members from among her students.

## 'SPELL THIEF' EVELYN

Medium, humanoid (Elf)

**Armor Class** 17 (mage armor)

**Hit Points** 78 (12d8+24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	14 (+2)	19 (+4)	14 (+2)	10 (0)

**Proficiency** +3

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, Deception +3, Perception +5

**Damage Resistances** fire

**Senses** passive Perception 15

**Languages** Common, Elven

**Challenge** 8 (3,900 XP)

**Contingency: Magic Missile Barrage (1/day).** Evelyn has cast the spell contingency on herself 2 times over the past 10 days. Both spells are Magic Missile cast at 5th level. When Evelyn is reduced to below half of her health and enemies are within 120 ft. of herself, both contingencies trigger and unleash a barrage of 14 arcane darts that each deal 3 (1d4+1) force damage (45 (14d4+14) force damage total).

**Spelljacking (4/day).** Evelyn is surrounded by 4 spectral moths. Any time a creature within 60 ft. of herself that she can see casts a spell, she can have one of the moths fade and she adds the spell to her prepared spell list until she finishes a long rest. When she casts the copied spell using one of her spell slots of equal level and she uses the same DC as the copied spell.

**Improved Mage Armor.** Evelyn's AC is equal to 13 + her Intelligence modifier.

**Spellcasting.** Evelyn is a spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *Chill Touch, Fire Bolt, Mage Hand, Prestidigitation*

1st Level (4/day): *Absorb Elements, Alarm, Grease, Mage Armor, Magic Missile, Shield, Sickening Ray*

2nd Level (3/day): *Blindness/Deafness, Mirror Image, Scorching Ray, Shatter*

3rd Level (3/day): *Dispel Magic, Fireball, Sending*

4th Level (3/day): *Arcane Eye, Dimension Door, Stone Shape, Vitriolic Sphere*

5th Level (2/day): *Cloud Kill, Scrying*

6th Level (0/day): *Contingency (Already Cast)*



**Legendary Resistance (1/Day).** If Evelyn fails a saving throw, she can choose to succeed instead.

### ACTIONS

**Cane.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

**Chill Touch.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hit points until the start of your next turn.

### REACTIONS

**Spell Deflection.** When Evelyn becomes a target of an attack and can see the attacker, she can add 3 to her AC until the beginning of her next turn. To do so she must wield her cane.

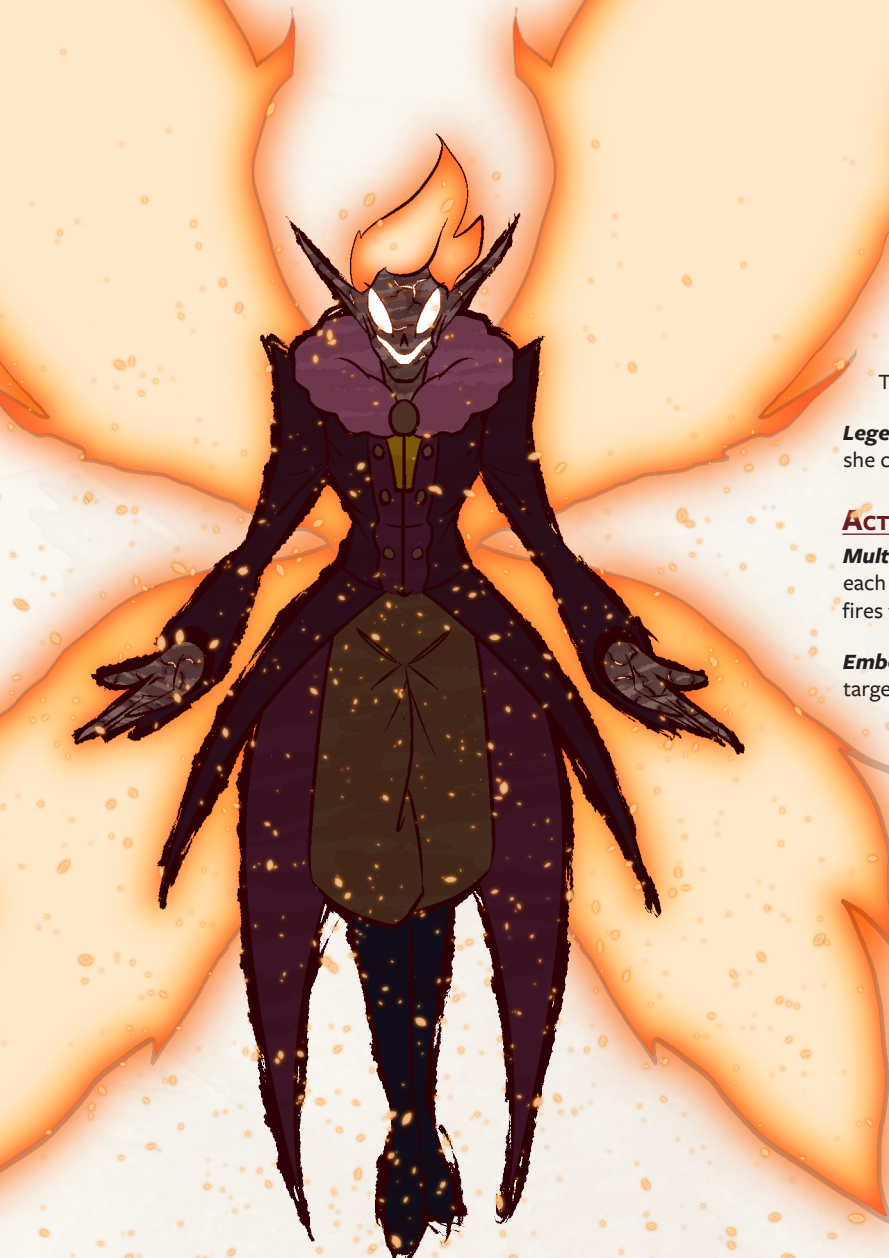
### LEGENDARY ACTIONS

Evelyn can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Evelyn regains spent legendary actions at the start of her turn.

**Move.** Evelyn moves up to half of her speed.

**Create Double.** If Evelyn is currently under the effect of Mirror Image and is concentrating on the spell, she creates one additional double (to a maximum of 3).

**Lesser Spell (2 Actions).** Evelyn casts a 1st level spell.



## 'SPELL THIEF' EVELYN (CINDER FORM)

Medium, monstrosity

**Armor Class** 17 (mage armor)

**Hit Points** 127 (17d8+51)

**Speed** 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	16 (+3)	19 (+4)	14 (+2)	10 (0)

**Proficiency** +4

**Saving Throws** Con +6, Int +8, Wis +6

**Skills** Arcana +8, Deception +4, Perception +6

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** exhausted

**Senses** passive Perception 16

**Languages** Common, Elven

**Challenge** 12 (8,400 XP)

**Improved Mage Armor.** Evelyn's AC is equal to 13 + her Intelligence modifier.

**The Fire of Revolution.** Evelyn gives off bright light in a 60 ft. radius. A creature that enters an area within 5 ft. of Evelyn for the first time in a turn or starts its turn within 5 ft. of Evelyn takes 3 (1d6) fire damage.

**Innate Spellcasting.** Evelyn's innate spellcasting ability is Intelligence (DC 16). She can innately cast the following spells:

1/short rest each: *Wall of Fire*

**Master Architect.** When Evelyn casts the spell *Wall of Fire* innately, the created wall can be shaped in six 10-foot long segments that can be freely arranged as long as they form one coherent shape within the spell's range. These segments are 20 feet high and 1 foot thick.

**Legendary Resistance (3/Day).** If Evelyn fails a saving throw, she can choose to succeed instead.

### ACTIONS

**Multiattack.** Evelyn makes one *Ember Wings* attack against each target in a 10 by 10 ft. square originating from her, or she fires four fire beams.

**Ember Wings.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.

**Fire Beam.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

**Immolating Moths.** Evelyn creates two tiny flaming moths in unoccupied spaces within 5 ft. of herself which are her allies and act after the end of the turn. Each moth is a tiny elemental that has 1 hit point and has the same AC, saving throws, resistances and immunities as Evelyn. They give off bright light in a 20 ft. radius, perceive anything that Evelyn does and have no senses of their own. They have no walking speed and a flying speed of 60 feet. A moth can use its action to make a ranged attack against a target within 60 ft. of itself with a +8 to hit. On a hit a target takes 7 (2d6) fire damage. When Evelyn uses this action while having more than 6 moths summoned, 2 moths of her choice are destroyed and turn to ash.

**Raining Embers (Recharge 5-6).** Evelyn conjures a rain of searing embers in a 30 ft. radius centered on a point within 150 ft. of herself. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed check a creature takes 36 (8d8) fire damage and half as much on a successful one. Until the end of Evelyn's next turn the entire area is filled with sparks of embers that illuminate the area in dim light.

### LEGENDARY ACTIONS

Evelyn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Evelyn regains spent legendary actions at the start of her turn.

**Move.** Evelyn moves up to half of her speed.

**Ember Dance (1/round).** Evelyn attacks a creature in reach with her *Ember Wings* and then flies up to half of her flying speed. If the attack hits a creature this movement does not provoke opportunity attacks from the creature hit.

**Create Moths (2 Actions).** Evelyn uses *Immolating Moths*.

**Fire Beams (2 Actions).** Evelyn fires two *Fire Beams* at two different targets.

## JAMMING JAY

While the Firebirds organisation is skilled in subterfuge, they are far from hidden. As a revolutionary organization, the enlistment of new members, as well as spreading the message of their ideas are essential for them to thrive.

His peculiar looks and behavior may deceive, as Jamming Jay is amongst the most important members of the organisation. He is close to the common folk and an ingenious showman - well capable to carry the message of Firebirds far and wide across borders to reach the most unlikely of people.



## JAMMING JAY

Medium, humanoid (Human)

**Armor Class** 17 (Dancing Defense, 13 when not performing)

**Hit Points** 90 (12d8+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	13 (+1)	10 (0)	19 (+4)

**Proficiency** +3

**Saving Throws** Dex +6, Cha +7

**Skills** Acrobatics +6, Perception +3, Performance +10, Persuasion +7

**Damage Resistances** fire

**Senses** passive Perception 13

**Languages** Common, Elven

**Challenge** 7 (2,900 XP)

**Big Entrance.** Jamming Jay adds his Charisma Modifier to his Initiative rolls.

**Dancing Defense.** While Jamming Jay performs and wears no armor, he adds his Charisma modifier to his AC.

**Spellcasting.** Jamming Jay is a spellcaster. His primary spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *Minor Illusion, Prestidigitation, Vicious Mockery*

1st Level (4/day): *Charm Person, Color Spray, Faerie Fire, Thunderwave*

2nd Level (3/day): *Magic Mouth, Pyrotechnics, Shatter*

3rd Level (3/day): *Major Image, Nondetection, Sending*

4th Level (1/day): *Compulsion, Freedom of Movement (Already Cast)*

**Legendary Resistance (1/Day).** If Jamming Jay fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

**Beating Beat Performance.** Jamming Jay begins his performance that invigorates and empowers each of his allies that can see and hear him within 60 ft. of himself. When a creature in the area makes an attack roll or saving throw, it can add 1d6 to its roll. Once it adds 1d6 to its roll, it cannot do so again until the end of the current turn. Jamming Jay continues performing on each of his following turns without having to use his action to do so, but if Jamming Jay begins his turn restrained, paralyzed, or unable to use vocal components, his performance stops and he has to use an action to restart his performance.

### REACTIONS

**Cutting In.** When a creature within 60 ft. that can hear Jamming Jay makes an attack roll or saving throw, Jamming Jay can reduce the result by 1d8, potentially causing the roll to fail.

### LEGENDARY ACTIONS

Jamming Jay can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Jamming Jay regains spent legendary actions at the start of his turn.

**Move.** Jamming Jay moves up to half of his speed. If Jamming Jay is performing, this movement provokes no opportunity attacks.

**Disrupt Focus.** Jamming Jay creates dissonant sounds directed at a creature that can hear him within 60 ft. of himself. The creature must succeed a DC 15 Wisdom saving throw, on a failed save the creature loses concentration if it is concentrating on a spell. A creature that successfully saves against disrupt focus is immune to it until the beginning of Jamming Jay's next turn.

**Rubbing It In.** Jamming Jay casts *Vicious Mockery* targeting a creature that failed an attack roll or saving throw because of *Cutting In* since the beginning of Jamming Jay's last turn.

**Contagious Rhythm (2 Actions).** When Jamming Jay is performing, up to 3 creatures within 60 ft. of him that can hear him must succeed a DC 15 Wisdom saving throw or have disadvantage on attack rolls and ability checks until the end of Jamming Jay's next turn. A creature that fails its saving throw by 5 or more is charmed for as long as it can hear Jamming Jay perform. A charmed creature spends its action and movement during its turn dancing to Jamming Jay's rhythm and can't use reactions.

# JAMMING JAY (CINDER FORM)

Medium, monstrosity

**Armor Class** 18 (Suave Defense)

**Hit Points** 120 (16d8+48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	13 (+1)	10 (0)	19 (+4)

**Proficiency** +4

**Saving Throws** Dex +8, Wis +4, Cha +8

**Skills** Acrobatics +7, Perception +4, Performance +12, Persuasion +8

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** exhausted

**Senses** passive Perception 14

**Languages** Common, Elven

**Challenge** 11 (7,200 XP)

**Suave Defense.** When wearing no armor, Jamming Jay's adds his Charisma modifier to his AC.

**The Fire of Revolution.** Jamming Jay gives off bright light in a 60 ft. radius. A creature that enters an area within 5 ft. of Jamming Jay for the first time in a turn or starts its turn within 5 ft. of Jamming Jay takes 3 (1d6) fire damage.

**Legendary Resistance (3/Day).** If Jamming Jay fails a saving throw, he can choose to succeed instead.

## ACTIONS

**Multiattack.** Jamming Jay makes two melee weapon attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) fire damage.

**Flaming Path.** Jamming Jay stomps his foot and calls forth fire in a 20 ft. line that is 5 ft. wide originating from himself. The fire rises 10 ft. into the air. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save a creature takes 27 (6d8) fire damage and half as much on a successful one.

**Immolating Dance (Recharge 5-6).** Each creature within 30 ft. of Jamming Jay must succeed a DC 16 Wisdom saving throw or dances for as long as it can hear Jamming Jay. A creature that is immune to being charmed succeeds the saving throw automatically. A dancing creature uses all of its movement dancing without leaving its space. While dancing, it has disadvantage on Dexterity saving throws and attack rolls, and other creatures have advantage on attack rolls against it. As an action, a dancing creature can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Cutting In.** When a creature within 60 ft. that can hear Jamming Jay makes an attack roll or saving throw, Jamming Jay can reduce the result by 1d8, potentially causing the roll to fail. The triggering creature takes fire damage equal to the 1d8 rolled.



## LEGENDARY ACTIONS

Jamming Jay can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Jamming Jay regains spent legendary actions at the start of his turn.

**Move.** Jamming Jay moves up to half of his speed without provoking opportunity attacks.

**Flaming Strikes.** Jamming Jay moves up to 5 ft. and makes an unarmed strike.

**Smoldering Soles (2 Actions).** Each dancing creature within 60 ft. of Jamming Jay catches on fire and takes 10 (3d6) fire damage.

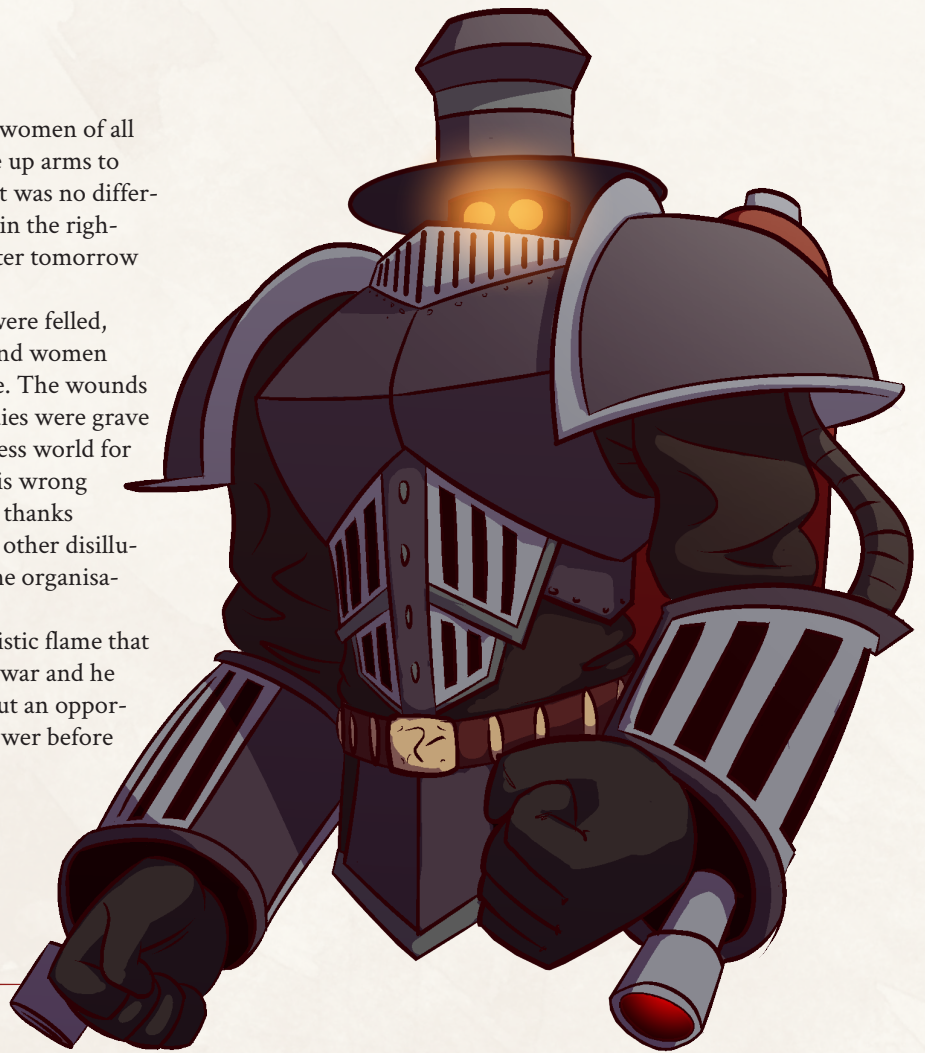


## 'DIESEL' HORST

During the revolutionary wars, men and women of all strokes of life raised to the occasion to take up arms to challenge the might of the monarchs. Horst was no different. As a humble beastfolk, Horst believed in the righteousness of the cause and fought for a better tomorrow in the revolutionary wars.

Once the dust settled and the monarchs were felled, Horst along with many of the brave men and women who gave so much were left by the wayside. The wounds that were struck upon their minds and bodies were grave and a bitter seed was planted by the thankless world for which they sacrificed so much. To right this wrong Horst joined the cause of the Firebirds and thanks to his military prowess and connections to other disillusioned veterans he rose the ranks within the organisation's military branch.

His heart is still filled with the same idealistic flame that bellowed in the times of the revolutionary war and he sees the current magistocracy as nothing but an opportunistic tyrant who filled the vacuum of power before the people of the land could take charge.



## 'DIESEL' HORST

Medium, humanoid (Shifter)

**Armor Class** 18 (plate)

**Hit Points** 97 (13d8+24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	17 (+3)	14 (+2)	12 (+1)	8 (-1)

**Proficiency** +3

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, History +5, Intimidation +2, Perception +4

**Damage Immunities** fire (if he wears his plate armor)

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan, Dwarven

**Challenge** 8 (3,900 XP)

**Healing Factor.** When Horst starts his turn and is dying, he stabilizes but is unconscious. After one hour of being unconscious, he regains 1 hit point.

**Flame Throwers.** Horst wields a pair of flame throwers that he is proficient with. The DC for saving throws against these weapons is 15 and independent from Horst's statistics.

**Fireproof Armor.** While Horst wears his custom plate armor, he is immune to fire damage.

**Legendary Resistance (1/Day).** If Horst fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** Horst makes two melee weapon attacks or uses torch twice.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

**Torch.** Horst aims one of his two flame throwers and unleashes a 15 ft. cone of fire. Each creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save and half as much on a successful one.

**Great Torch Blast (Recharge 5-6).** Horst unleashes the full force of both of his flame throwers in 60 ft. cone of fire. Each creature in the area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save and half as much on a successful one. When Horst uses this action, any fire damage dealt by him using his flame throwers is halved until the end of his next turn.

### LEGENDARY ACTIONS

Horst can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Horst regains spent legendary actions at the start of his turn.

**Move.** Horst moves up to half of his speed.

**Unarmed Strike.** Horst makes an unarmed strike attack. If Horst used Torch or Great Torch Blast since the beginning of his last turn, the unarmed strike deals an additional 3 (1d6) fire damage.

**Smoke Exhaust (2 Actions).** If Horst has to recharge his Great Torch Blast action, he exhausts smoke in a 20 ft. radius centered on himself that remains until the end of his next turn. The smoke obscures anything in its area.

**Flare Shot (2 Actions).** Horst fires an igniting flare from one of his flame throwers at a creature or flammable object within 30 ft. of himself. The target must succeed a DC 15 Dexterity saving throw or is ignited, taking 7 (2d6) fire damage at the start of each of its turns until the target uses an action to douse the fire. Horst cannot use this action if he used Great Torch Blast on his previous turn.



## 'DIESEL' HORST (CINDER FORM)

Large, monstrosity

**Armor Class** 17 (natural armor)

**Hit Points** 152 (16d10+64)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	14 (+2)	12 (+1)	8 (-1)

**Proficiency** +5

**Saving Throws** Str +10, Con +9, Wis +6

**Skills** Athletics +10, History +7, Intimidation +4, Perception +6

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** exhausted

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Sylvan, Dwarven

**Challenge** 13 (10,000 XP)

**Healing Factor.** When Horst starts his turn and is dying, he stabilizes but is unconscious. After one hour of rest he regains 1 hit point.

**Keen Smell.** Horst has advantage on Wisdom (Perception) checks that rely on smell.

**The Fire of Revolution.** Horst gives off bright light in a 60 ft. radius. A creature that enters an area within 5 ft. of Horst for the first time in a turn or starts its turn within 5 ft. of Horst takes 3 (1d6) fire damage.

**Enraged Flame (1/Short Rest).** When Horst is reduced below half of his maximum hit points, he recharges the use of his Howling Inferno.

**Legendary Resistance (3/Day).** If Horst fails a saving throw, he can choose to succeed instead.

### ACTIONS

**Multiattack.** Horst makes three melee weapon attacks; two with his claws and one with his bite.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 7 (2d6) fire damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 10 (3d6) fire damage.

**Howling Inferno (Recharge 5-6).** With a terrifying howl, Horst unleashes a fiery inferno in a 20 ft. radius centered on himself. Each creature in the area must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save and half as much on a successful one. Once Horst uses this Action, his claws and bite attacks don't deal additional fire damage until the end of his next turn.

**Blazing Pounce.** As part of this action, Horst jumps a distance equal to his speed. If Horst lands within 5 ft. of another creature he can make a claw attack against a creature in range. On a hit the creature must succeed a DC 18 Strength saving throw or be knocked prone.

### REACTIONS

**Searing Hunt.** When a creature leaves Horst's reach, can make two claws attacks against the triggering creature. To do so, Horst must be able to see the creature. If both attacks hit the target, its movement speed becomes 0 until the end of Horst's next turn.

### LEGENDARY ACTIONS

Horst can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Horst regains spent legendary actions at the start of his turn.

**Move.** Horst moves up to half of his speed without provoking opportunity attacks.

**Detect.** Horst makes a Wisdom (Perception) check.

**Claws (2 Actions).** Horst attacks with his claws.

**Pounce (3 Actions).** Horst uses his Blazing Pounce.

## THE FIREBRAND

The organisation of the Firebirds started with noble intentions - bringing equality to the land and to the ones in power. Over the course of the past years though, the methods of which the Firebirds wanted to enforce this vision for the world changed fundamentally when the Firebrand seized power within the ranks of the Firebirds and would split them forever.

Her origin is a mystery - but whatever history she had, it left her with a deep hatred for the authorities, which she used to fuel the flames of her ruthless revolution. Few are able to resist her commanding and absolute presence and are easily swept away by her fury and endeavors. Within her blood burns a devastating fire that fuels her. This led to her followers to readily accept her gift: by injecting her blood into their bodies they too would receive a sliver of her power from the so called 'Fires of Revolution'. But only a few of her followers know about the true price to pay for such power, as they soon would find themselves becoming cinder and fuel for the Fires of Revolution itself.



## THE FIREBRAND

Medium, humanoid (Human)

**Armor Class** 17 (Studded Leather)

**Hit Points** 112 (15d8+45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	16 (+3)	13 (+1)	16 (+3)

**Proficiency** +4

**Saving Throws** Dex +9, Int +7, Wis +5

**Skills** Acrobatics +9, Perception +5, Stealth +9

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** charmed, frightened, exhausted

**Senses** passive Perception 15

**Languages** Common, Elven

**Challenge** 11 (7,200 XP)

**Flame Scion's Weapon.** The Firebrand's attacks are magical and her rapier deals an additional 10 (3d6) fire damage on a hit (included in the attack).

**Fire Absorption.** Whenever the Firebrand is subjected to fire damage, she takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Nimble Evasion.** When the Firebrand is subjected to an effect that allows her to make a dexterity saving throw to take only half damage, she instead takes no damage if she succeeds the saving throw.

**Legendary Resistance (2/Day).** If the Firebrand fails a saving throw, she can choose to succeed instead.

### ACTIONS

**Multiattack.** The Firebrand makes three attacks with her rapier. She can replace two rapier attacks with a Flame Jaunt.

**Rapier.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 10 (3d6) fire damage.

**Fiery Execution.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature the Firebrand's attack has advantage against. *Hit:* 35 (10d6) fire damage.

**Flame Jaunt.** The Firebrand is engulfed in a cowl of fire. Each creature within 5 ft. of the Firebrand must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage. The Firebrand then teleports up to 30 ft. to an unoccupied space that she can see.

**Pyrmexia's Wings (Recharge 5-6).** The Firebrand flies up to 60 feet, but must land at the end of her flight. When the Firebrand lands she unleashes a flaming nova in a 20 ft. radius of herself. Each creature in the area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save and half as much on a successful one.

### REACTIONS

**Riposte.** When a creature targets the Firebrand with a melee weapon attack, she rolls a 1d8 and increases her AC by the rolled amount against the triggering attack. If this causes the attack to miss, the creature is stunned until the beginning of its next turn.

### LEGENDARY ACTIONS

The Firebrand can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Firebrand regains spent legendary actions at the start of her turn.

**Move.** The Firebrand moves up to her speed without provoking opportunity attacks.

**Ready (1/round).** The Firebrand gains an additional reaction until the beginning of her next turn that she can only use to use her riposte reaction.

**Rapier Attack (2 Actions).** The Firebrand attacks with her rapier.

**Fiery Execution (3 Actions).** The Firebrand uses Fiery Execution.

# THE FIREBRAND (CINDER FORM)

Large monstrosity

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10+72)

**Speed** 40 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	21 (+5)	18 (+4)	16 (+3)	13 (+1)	18 (+4)

**Proficiency** +5

**Saving Throws** Dex +10, Int +8, Wis +6, Cha +8

**Skills** Acrobatics +10, Perception +6, Stealth +10

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** charmed, frightened, exhausted

**Senses** passive Perception 16

**Languages** Common, Elven

**Challenge** 15 (13,000 XP)

**The Fire of Revolution.** The Firebrand gives off bright light in a 60 ft. radius. A creature that enters an area within 5 ft. of the Firebrand for the first time in a turn or starts its turn within 5 ft. of the Firebrand takes 7 (2d6) fire damage.

**Fire Absorption.** Whenever the Firebrand is subjected to fire damage, she takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Nimble Evasion.** When the Firebrand is subjected to an effect that allows her to make a dexterity saving throw to take only half damage, she instead takes no damage if she succeeds the saving throw.

**Unyielding Rage.** When the Firebrand is reduced to below half of her hit points but not outright killed, any condition afflicting her ends.

**Legendary Resistance (3/Day).** If the Firebrand fails a saving throw, she can choose to succeed instead.

## ACTIONS

**Multiattack.** The Firebrand makes two attacks with her fire blade, or she uses flame dive and makes one attack with her fire blade before or after the flame dive.

**Fire Blade.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 14 (4d6) fire damage.

**Flame Dive.** The Firebrand's form temporarily changes to one of pure fire and she moves up to 60 ft. in a straight line. During this movement she can move through spaces occupied by enemy creatures and pass through openings that air can pass through. Each creature in her path must succeed a DC 16 Dexterity saving throw or take 10 (3d6) fire damage. This movement leaves behind a fiery trail in a 10 ft. line which lasts until the end of the Firebrand's next turn. Each creature other than the Firebrand that moves through the trail takes 3 (1d6) fire damage for every 5 feet it moves through.

**Wings of the Undying Flame (Recharge 5-6).** The Firebrand beats her flaming wings and unleashes a devastating firestorm in a 30 ft. cone. The fire spreads around corners and ignites any flammable objects in the area. Each creature in the area must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save and half as much on a successful one.

## REACTIONS

**Unleash Ichor (1/day).** When the Firebrand is reduced to below half of her health, she impales herself with her blade, causing the ichor inside of her body to splash within a 10 ft. radius of herself. Each creature in the area must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save and half as much on a successful one.

## LEGENDARY ACTIONS

The Firebrand can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Firebrand regains spent legendary actions at the start of her turn.

**Move.** The Firebrand moves up to her speed without provoking opportunity attacks.

**Vengeful Flame.** A creature within 10 ft. of the Firebrand that dealt damage to her since the start of her last turn must succeed a DC 16 Dexterity saving throw or take 7 (2d6) fire damage.

**Enraged Reaction (2 Actions).** The Firebrand gains an additional reaction this turn which she immediately uses to use her Unleash Ichor reaction.

**Fire Blade (2 Actions).** The Firebrand attacks with her fire blade.

